

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) A mechanism for controlling access to teamware workspaces, comprising:
 - a repository for storing the teamware workspaces for a plurality of team members;
 - an interface having a set of methods that can be invoked by the plurality of team members to access the repository; and
 - a server having at least one server object which implements the interface.
2. (Currently Amended) The mechanism of claim 1, wherein the teamware workspaces comprise files stored under a version control abstraction.
3. (Original) The mechanism of claim 1, further comprising a servlet which parses requests sent to the server and delegates processing of the requests to the server object.
4. (Original) The mechanism of claim 1, wherein the server communicates using HTTP protocol.
5. (Original) The mechanism of claim 1, wherein the server communicates using HTTPS protocol.
6. (Currently Amended) A system for accessing teamware workspaces, comprising:
 - a repository for storing the teamware workspaces for a plurality of team members;
 - an interface having a set of methods that can be invoked by the plurality of team members to access the repository;
 - a server having at least one server object which implements the interface; and
 - at least one servlet which parses requests sent to the server and delegates processing of the request to the server object.
7. (Original) The system of claim 6, further comprising a container which provides runtime support for the servlet.
8. (Original) The system of claim 7, wherein the container is built into a web server.

9. (Original) The system of claim 7, wherein the container is connected to a web server.
10. (Currently Amended) A system for remotely accessing teamware workspaces in a network, comprising:
 - a repository for storing the teamware workspaces for a plurality of team members;
 - an interface having a set of methods that can be invoked by the plurality of team members to access the repository;
 - a server having at least one server object which implements the interface; and
 - a proxy object that can be called to forward a request for a method of the server object to the server.
11. (Original) The system of claim 10, wherein the proxy object implements the interface.
12. (Original) The system of claim 10, further comprising a servlet which receives the request and delegates processing of the request to the server object.
13. (Original) The system of claim 12, further comprising a container which provides runtime support for the servlet.
14. (Original) The system of claim 13, wherein the container is built into a web server.
15. (Original) The system of claim 13, wherein the container is connected to a web server.
16. (Original) The system of claim 12, wherein the request is forwarded to the server using HTTP protocol.
17. (Original) The system of claim 12, wherein the request is forwarded to the server using HTTPS protocol.
18. (Currently Amended) The system of claim 10, wherein the teamware workspaces comprise files stored under a version control abstraction.
19. (Currently Amended) A system for remotely accessing teamware workspaces in a network, comprising:
 - a repository for storing the teamware workspaces for a plurality of team members;

an interface having a set of methods that can be invoked by the plurality of team members to access the repository;
a server having at least one server object which implements the interface;
a proxy object that can be called to forward a request for a method of the server object to the server; and
a client that calls a method of the proxy object.

20. (Original) The system of claim 19, wherein the proxy object implements the interface.
21. (Original) The system of claim 19, further comprising a servlet which receives the request and delegates processing of the request to the server object.
22. (Original) The system of claim 21, wherein the request is transmitted to the servlet over a HTTP connection.
23. (Original) The system of claim 21, wherein the request is transmitted to the servlet over a HTTPS connection.
24. (Currently Amended) The system of claim 19, wherein the teamware workspaces comprise files stored under a version control abstraction.
25. (Currently Amended) A system for remotely accessing teamware workspaces in a client-server network, comprising:
a repository for storing the teamware workspaces for a plurality of team members;
an interface having a set of methods that can be invoked by the plurality of team members to access the repository;
a server having at least one server object which implements the interface;
a proxy object that can be called to forward a request for a method of the server object to the server; and
a servlet which parses the request and delegates processing of the request to the server object.
26. (Original) The system of claim 25, further comprising a container which provides runtime support for the servlet.

27. (Original) The system of claim 26, wherein the request is forwarded to the server using HTTP protocol.
28. (Original) The system of claim 26, wherein the request is forwarded to the server using HTTPS protocol.
29. (Original) The system of claim 25, wherein the proxy object implements the interface.
30. (Currently Amended) The system of claim 25, wherein the teamware workspaces comprise files stored under a version control abstraction.
31. (Currently Amended) A method for executing transactions in a network having a client-side and a server-side, comprising:
- calling a method of a client-side proxy object that implements an interface having a set of methods that can be invoked by a plurality of team members to access a repository of teamware workspaces; and
 - transmitting the method call to a server-side object which processes the method call and returns the result to the client-side proxy object.
32. (Original) The method of claim 31, wherein transmitting the method call to the server-side object comprises translating the method call into a client request.
33. (Original) The method of claim 31, wherein transmitting the method call to the server-side object further includes transmitting the client request to a server.
34. (Original) The method of claim 33, wherein transmitting the client request to the server is based on HTTP protocol.
35. (Original) The method of claim 33, wherein transmitting the client request to the server is based on HTTPS protocol.
36. (Original) The method of claim 33, further comprising invoking a servlet to generate a response for the client request.
37. (Original) The method of claim 36, wherein the servlet delegates processing of the client request to the server-side object.

38. (Original) The method of claim 31, wherein a method of the client-side proxy object is called as a result of executing a command on the client-side.
39. (Currently Amended) A system for remotely accessing teamware workspaces in a network, comprising:
- a repository for storing the teamware workspaces for a plurality of team members;
 - an interface having a set of methods that can be invoked by the plurality of team members to access the repository;
 - a server having at least one server object which implements the interface; and
 - a mechanism for remotely invoking a method of the server object.
40. (Original) The system of claim 39, wherein the mechanism comprises a stub which acts as a proxy for the server object and a skeleton that invokes the method on the server object.
41. (Currently Amended) A system for remotely accessing teamware workspaces in a network, comprising:
- a repository for storing the teamware workspaces for a plurality of team members;
 - an interface having a set of methods that can be invoked by the plurality of team members to access the repository;
 - a first server that provides management functions for the repository; and
 - a second server having at least one server object that implements the interface and that interacts with the first server to access the repository.
42. (Original) The system of claim 41, further comprising a client that sends messages to and receives responses from the second server.
43. (Original) The system of claim 42, further comprising a mechanism for remotely invoking a method of the server object.
44. (Original) The system of claim 41, wherein the first server comprises at least one object which implements the interface.